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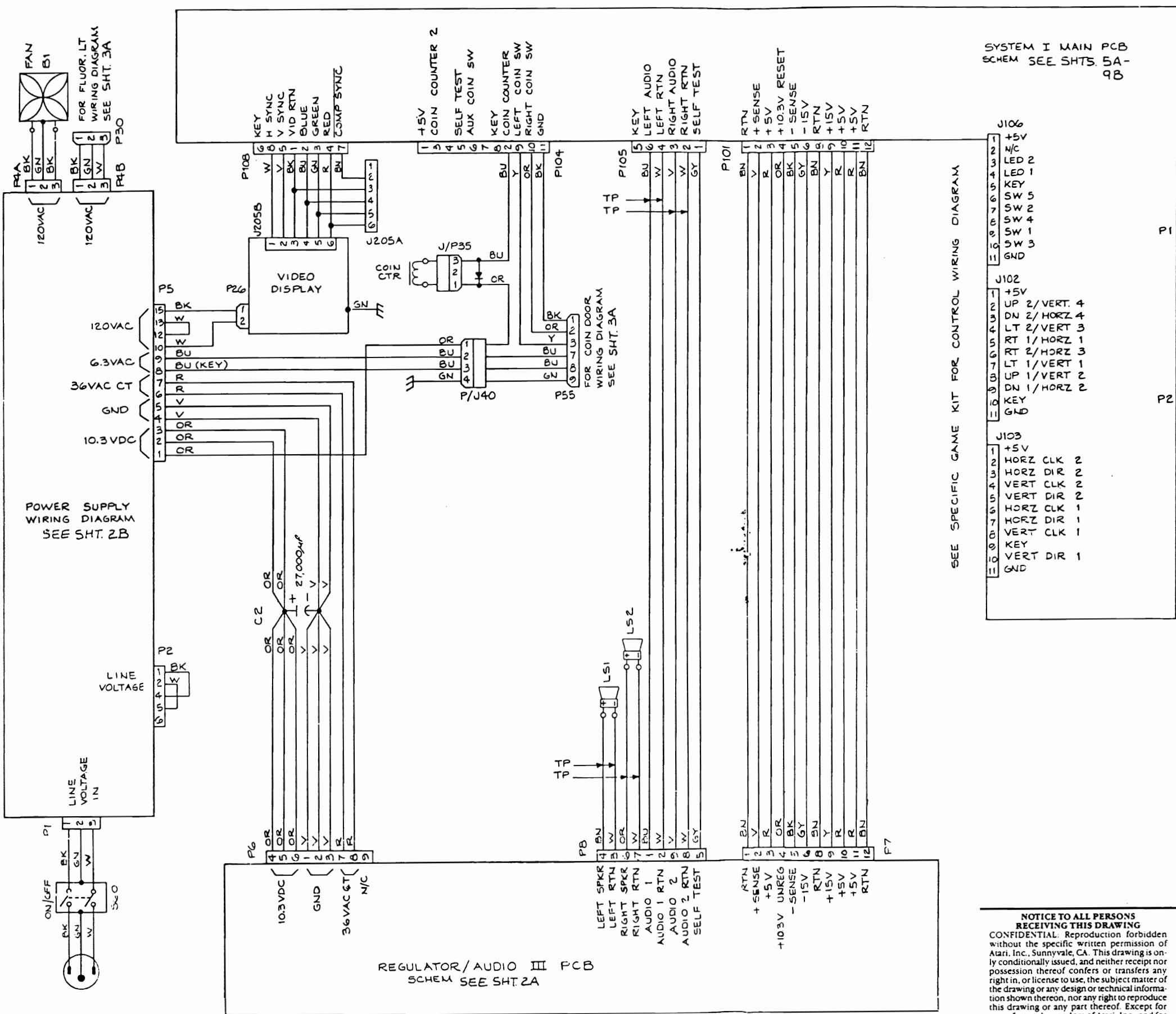
Schematic Package Supplement to

**ATARI
SYSTEM I™**

NOTE
This staple temporarily holds the schematic
package together. Remove the staple before
using these schematics.

Operators Manual



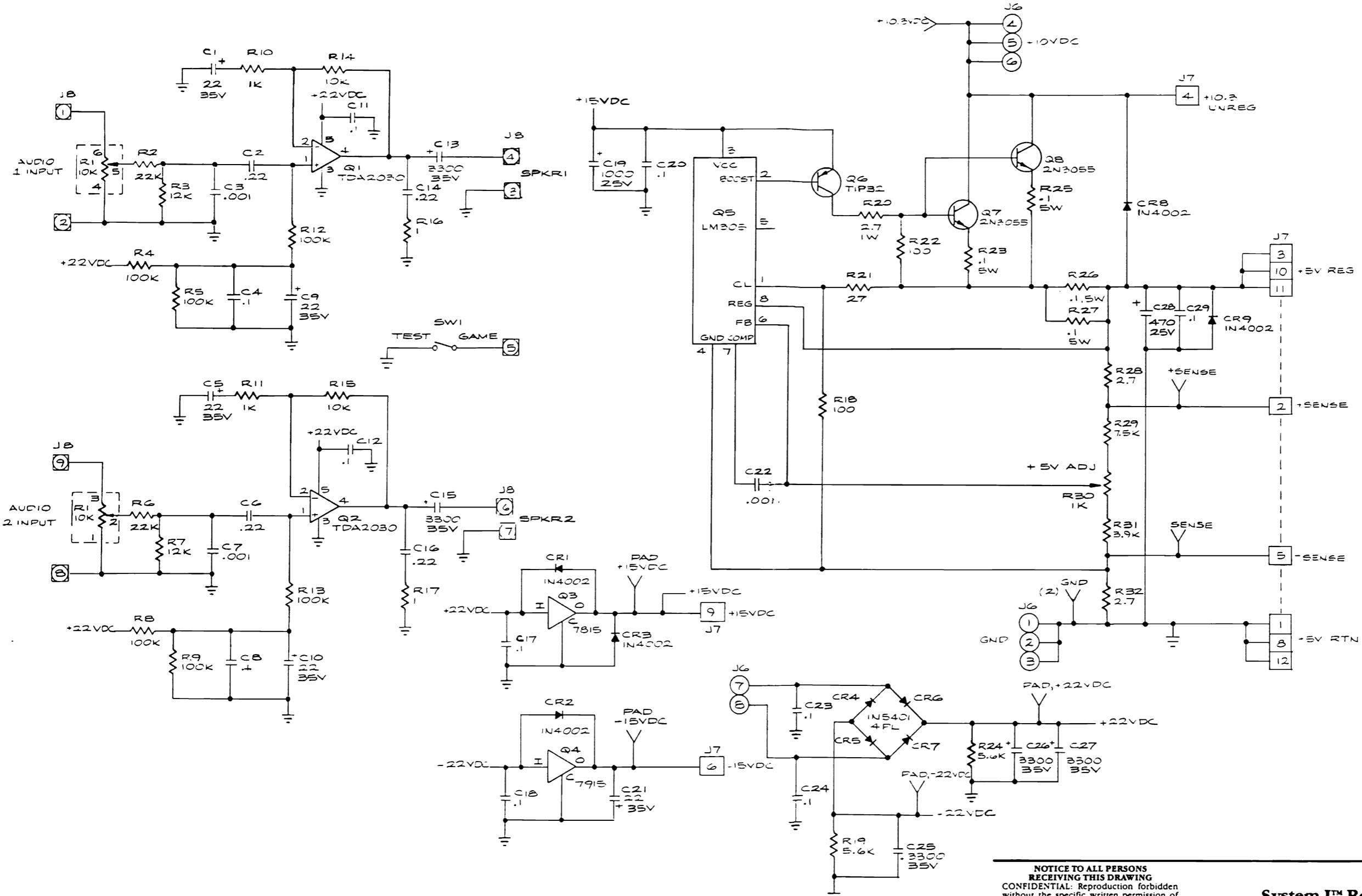


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System I™ Main Wiring Diagram





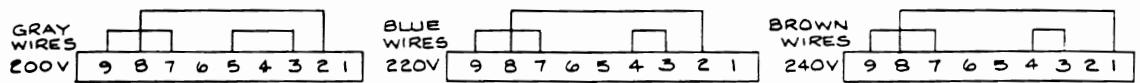
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**System I™ Regulator/Audio III PCB
Schematic Diagram**

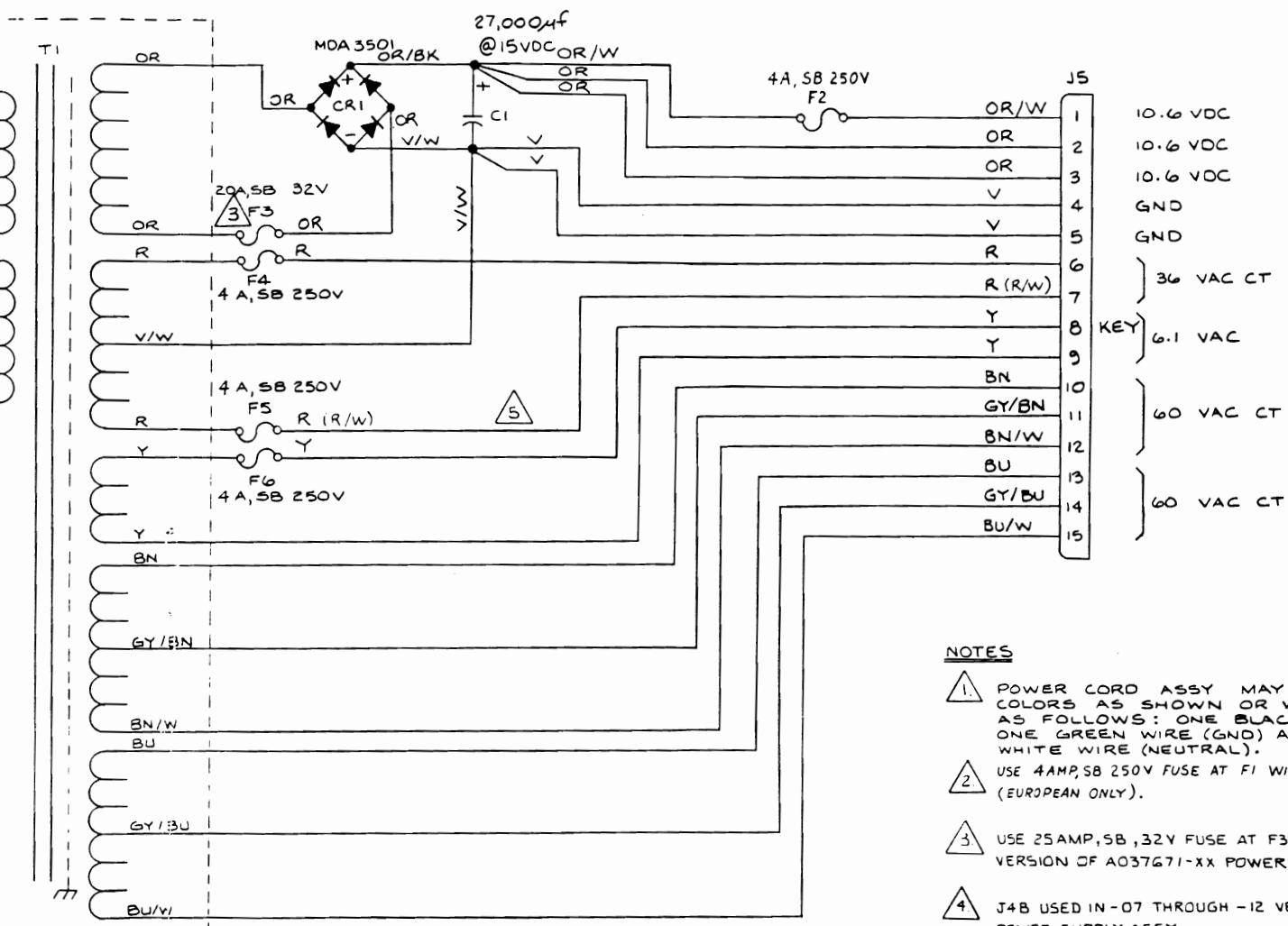
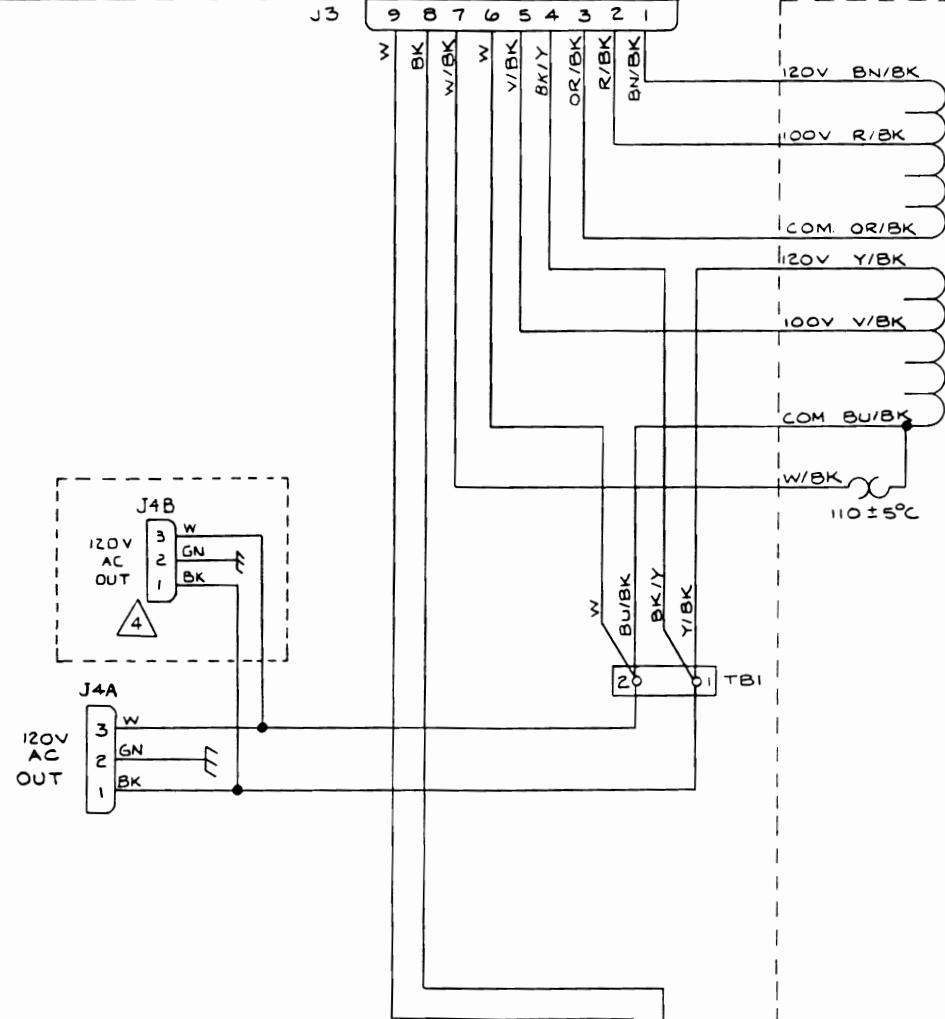
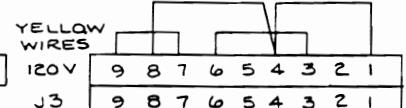
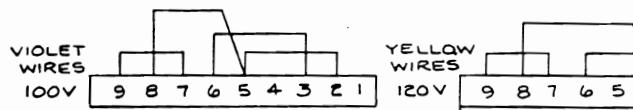


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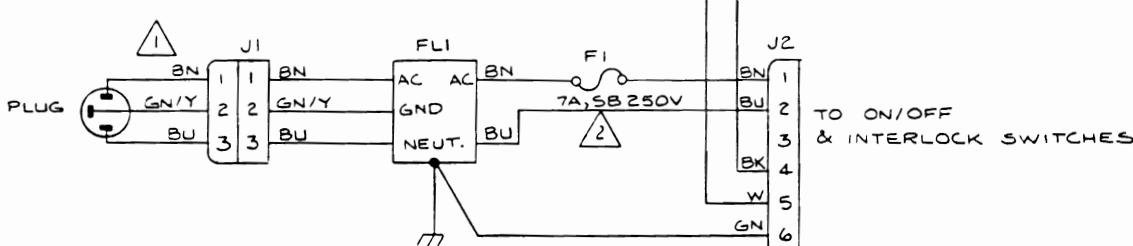


VOLTAGE SELECTION BLOCKS



NOTES

1. POWER CORD ASSY MAY HAVE WIRE COLORS AS SHOWN OR WIRE COLORS AS FOLLOWS: ONE BLACK WIRE (AC), ONE GREEN WIRE (GND) AND ONE WHITE WIRE (NEUTRAL).
2. USE 4AMP,SB 250V FUSE AT F1 WITH 220V & 240V (EUROPEAN ONLY).
3. USE 25AMP,SB ,32V FUSE AT F3 FOR -04,-05,&-06 VERSION OF A037671-XX POWER SUPPLY.
4. J4B USED IN -07 THROUGH -12 VERSION OF A037671-XX POWER SUPPLY ASSY.
5. ALTERNATE WIRE COLOR IS IN PARENTHESES ().

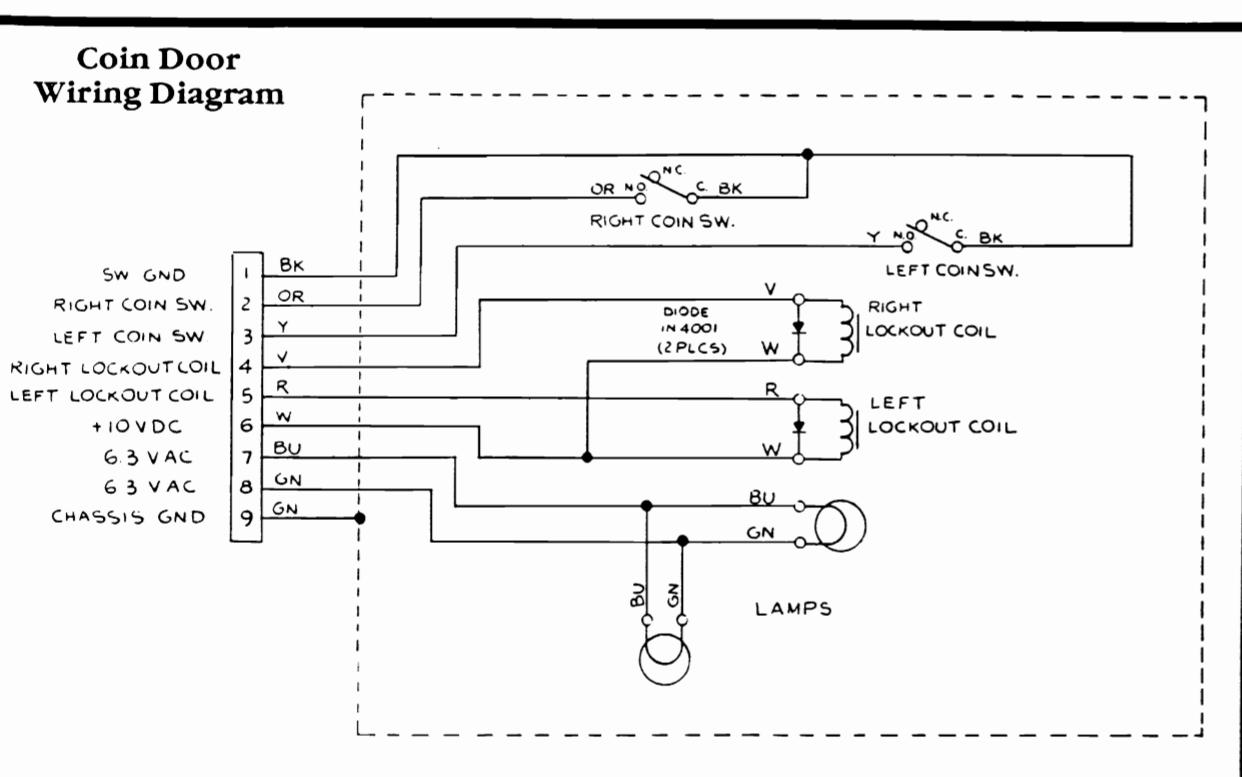


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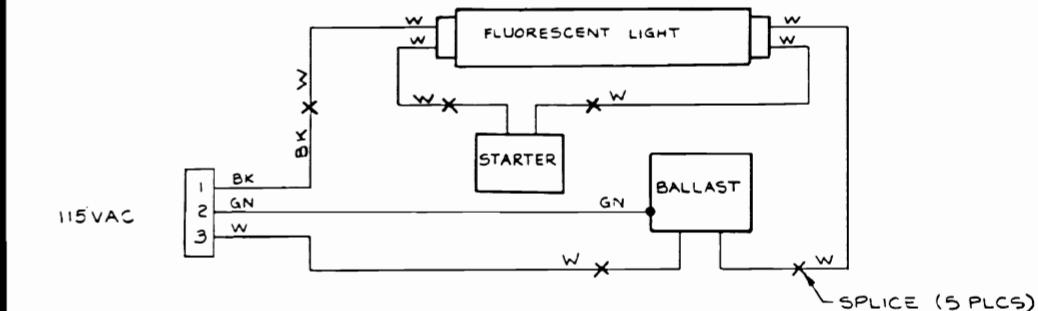
System I™ Color Raster Power Supply Wiring Diagram



**Coin Door
Wiring Diagram**



Fluorescent Light Wiring Diagram



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System I™ Game Interfaces



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Video Microprocessor Memory Map

| FUNCTION | HEXA-DECIMAL ADDRESS | ADDRESS BUS SIGNAL LINES | | | | | | | | | | | | | | | | READ/WRITE | DATA BUS SIGNAL LINES | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------------------|----------------------|--------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|----|----|------------|-----------------------|----|----|----|-------|-----|-----|-----|-----|-----|-----|-----|-----|----|----|----|----|----|----|----|----|----|----|---|
| | | A23 | A22 | A21 | A20 | A19 | A18 | A17 | A16 | A15 | A14 | A13 | A12 | A11 | A10 | A9 | A8 | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | D15 | D14 | D13 | D12 | D11 | D10 | D9 | D8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | |
| Program ROM | 000000-087FFF | 0 | 0 | 0 | 0 | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | R | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Program RAM | 400000-401FFF | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | A | A | A | A | A | A | A | A | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Playfield Horizontal Scroll | 800000 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Playfield Vertical Scroll | 820000 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Playfield Special Priority Color | 840000 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | |
| Sound Processor Reset | 860000 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Trak-Ball Test | | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Motion Object Parameter Buffer Select | | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Playfield ROM Bank Select | | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Trak-Ball Resolution and Test LED | | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Alphanumeric ROM Bank Select | 860000 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Watchdog | 880000 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Vertical Blank IRQ Acknowledge | 8A0000 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Unlock | 8C0000 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Cartridge External | 900000-9FFFFF | 1 | 0 | 0 | 1 | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | |
| Playfield RAM | A00000-A01FFF | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | A | A | A | A | A | A | A | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | |
| Motion Object Vertical Position | A02000-A0207F | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | |
| Motion Object Picture | A02080-A020FF | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | |
| Motion Object Horizontal Position | A02100-A0217F | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | |
| Motion Object Link | A02180-A021FF | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | |
| Motion Object Vertical Position | A02200-A0227F | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | |
| Motion Object Picture | A02280-A022FF | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | |
| Motion Object Horizontal Position | A02300-A0237F | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Motion Object Link | A02380-A023FF | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D |
| Motion Object Vertical Position | A02E00-A02E7F | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | |
| Motion Object Picture | A02E80-A02EFF | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 1 | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | D | | |
| Motion Object Horizontal Position | A02F00-A02F7F | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 1 | A | A | A | A | A | R/W</ | | | | | | | | | | | | | | | | | | | |

I/O and Sound Microprocessor Memory Map

| FUNCTION | HEXA-DECIMAL ADDRESS | ADDRESS BUS SIGNAL LINES | | | | | | | | | | | | READ/WRITE | DATA BUS SIGNAL LINES | | | | | | | | | | | |
|-----------------------------|----------------------|--------------------------|-----|-----|-----|-----|-----|----|----|----|----|----|----|------------|-----------------------|----|-----|-----|----|----|----|----|----|----|----|---|
| | | A15 | A14 | A13 | A12 | A11 | A10 | A9 | A8 | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | |
| Program RAM | 0000-0FFF | 0 | 0 | 0 | 0 | A | A | A | A | A | A | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | |
| Cartridge External | 1000-1FFF | 0 | 0 | 0 | 1 | A | A | A | A | A | A | A | A | A | A | A | R/W | D | D | D | D | D | D | D | D | |
| Music | 1800-1801 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | A | R/W | D | D | D | D | D | D | D | D |
| Read 68000 Port | 1810 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | R | D | D | D | D | D | D | D | D |
| Write 68000 Port | 1810 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | W | D | D | D | D | D | D | D | D |
| Self-Test | 1820 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | R | D | | | | | | | |
| Buffer Output Full (@ 1810) | | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | R | | D | | | | | | |
| Data Available (@ 1810) | | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | R | | D | | | | | | |
| Auxiliary Coin Switch | | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | R | | D | | | | | | |
| Left Coin Switch | | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | R | | D | | | | | | |
| Right Coin Switch | | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | R | | D | | | | | | |
| Music Reset | 1820 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | W | | D | | | | | | |
| Light-Emitting Diode | 1824 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 0 | W | | D | | | | | | |
| Light-Emitting Diode | 1825 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | W | | D | | | | | | |
| Right Coin Counter | 1826 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 0 | W | | D | | | | | | |
| Left Coin Counter | 1827 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 1 | W | | D | | | | | | |
| Sound Effects | 1870-187F | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | A | A | A | A | R/W | D | D | D | D | D | D | D | D |
| Program ROM | 4000-FFFF | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | A | R | D | D | D | D | D | D | D | |

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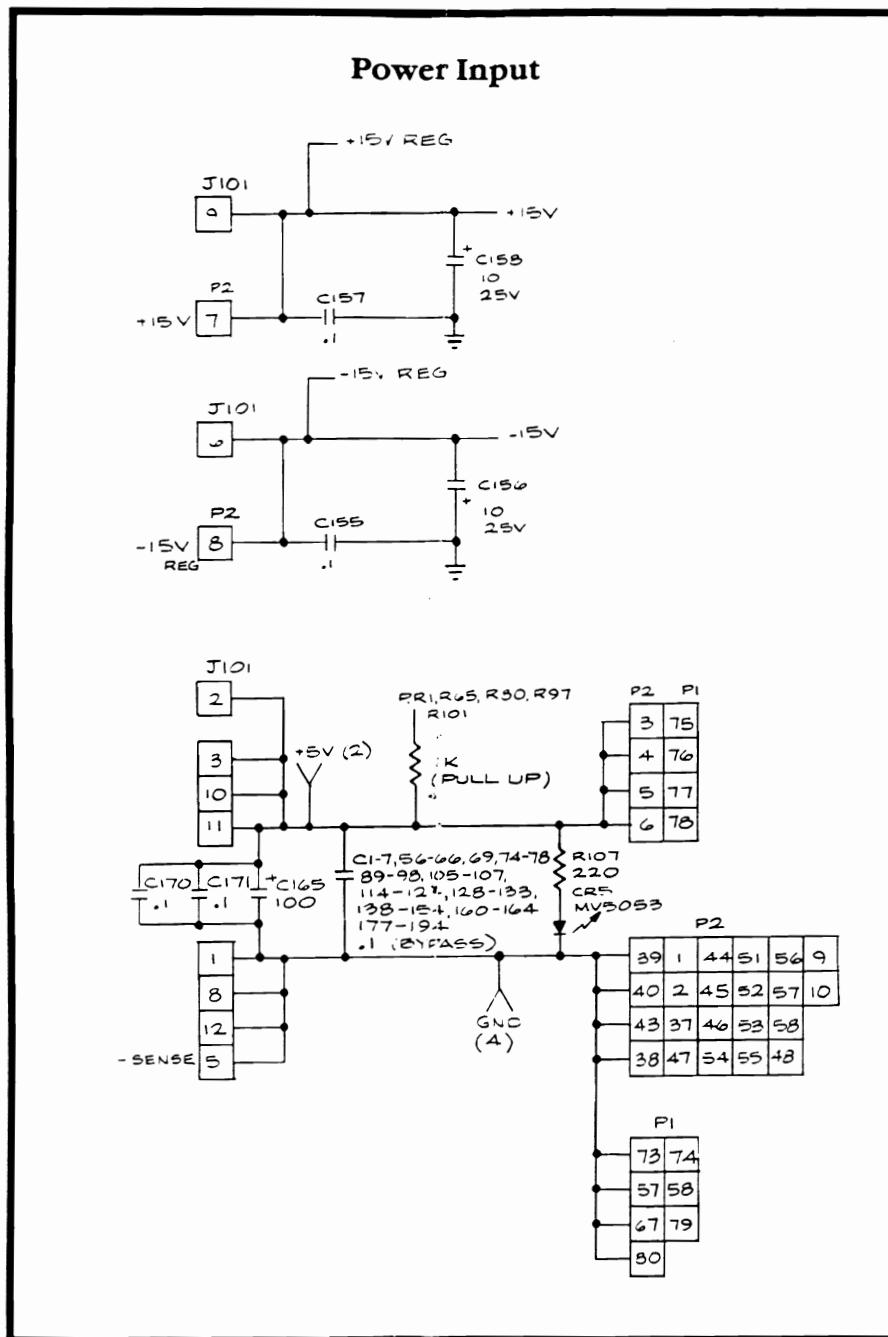
System I™
I/O and Sound Microprocessor Memory Map



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SP-276 Sheet 4A
 1st printing



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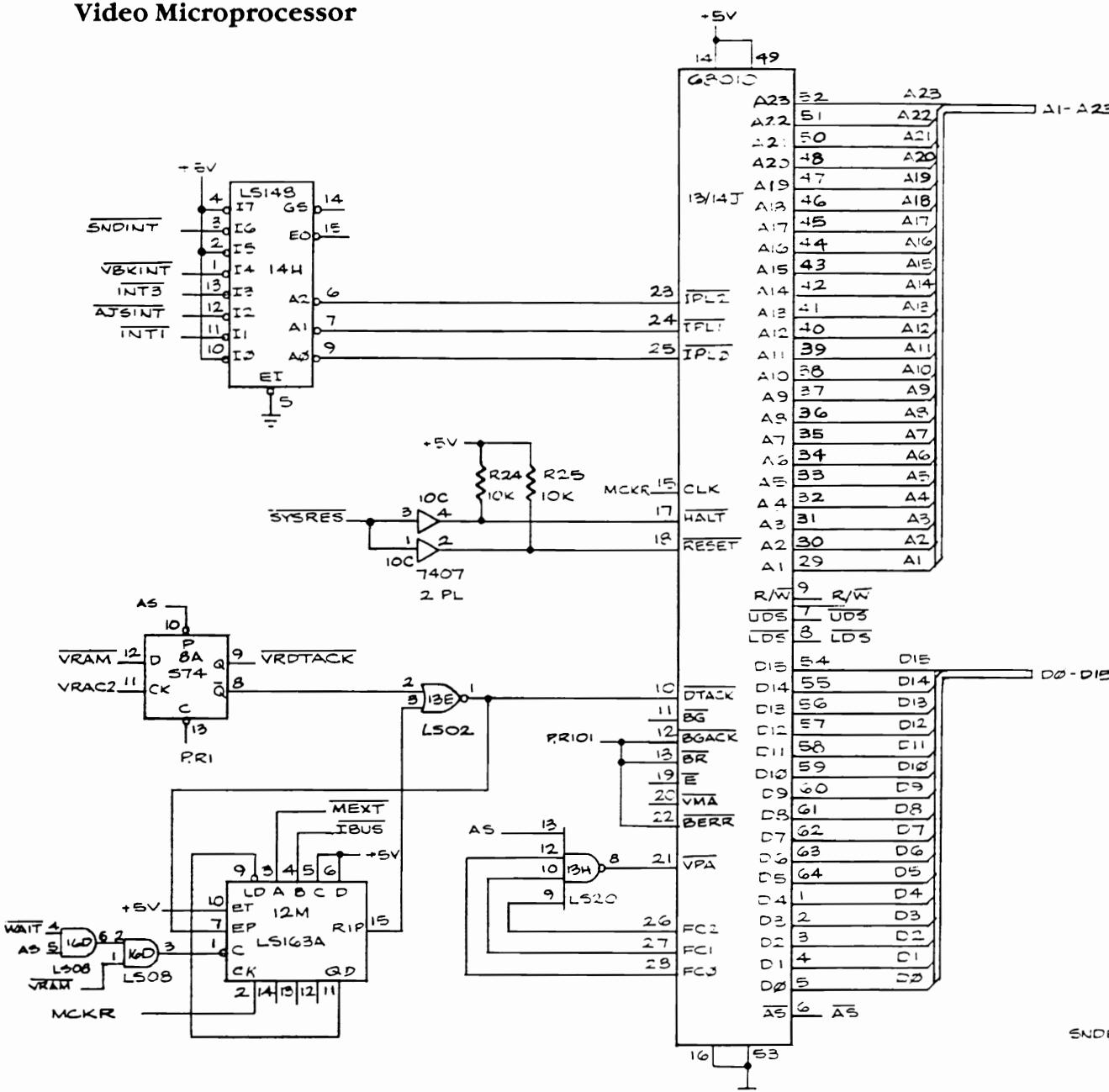
System I™ Main PCB Schematic Diagram



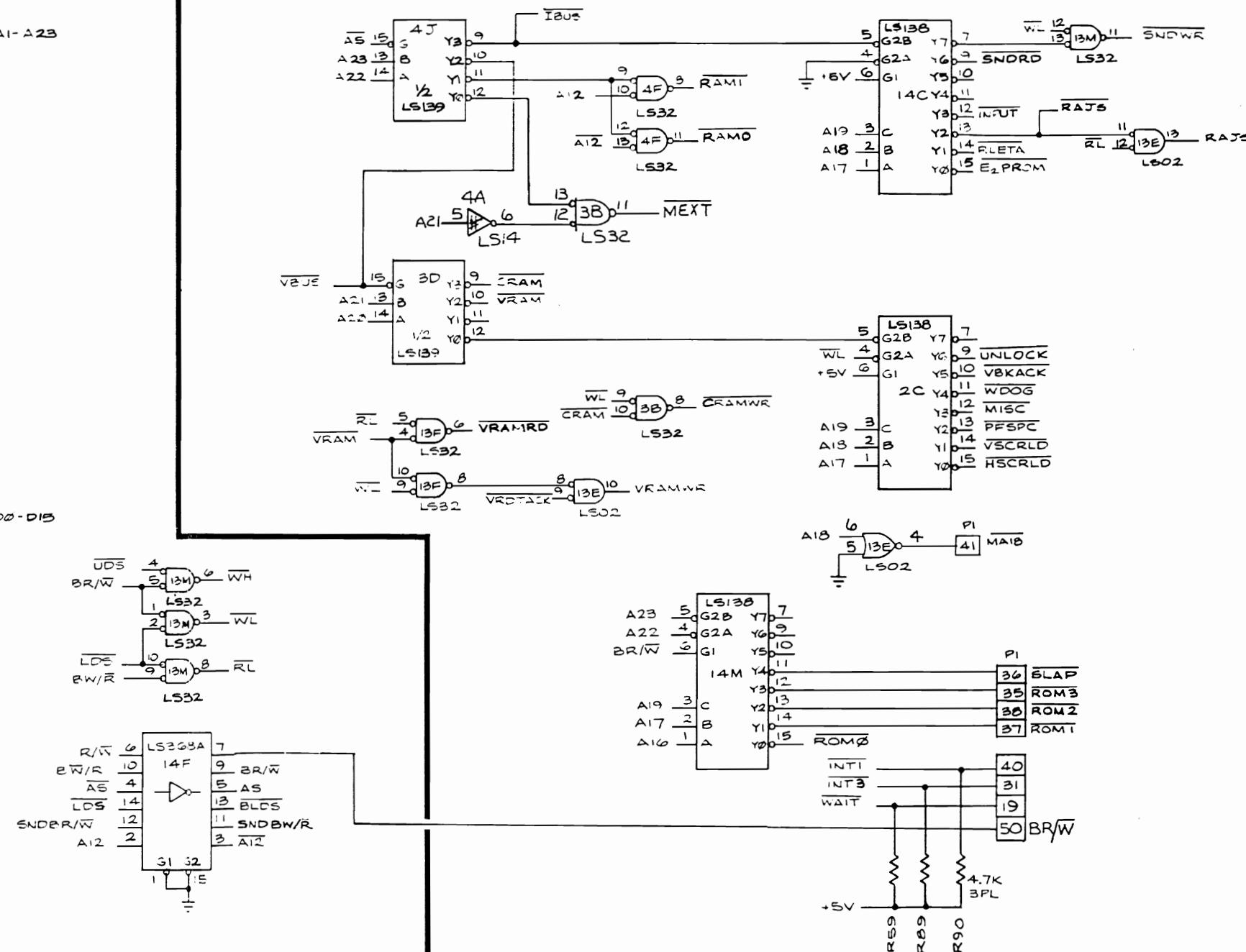
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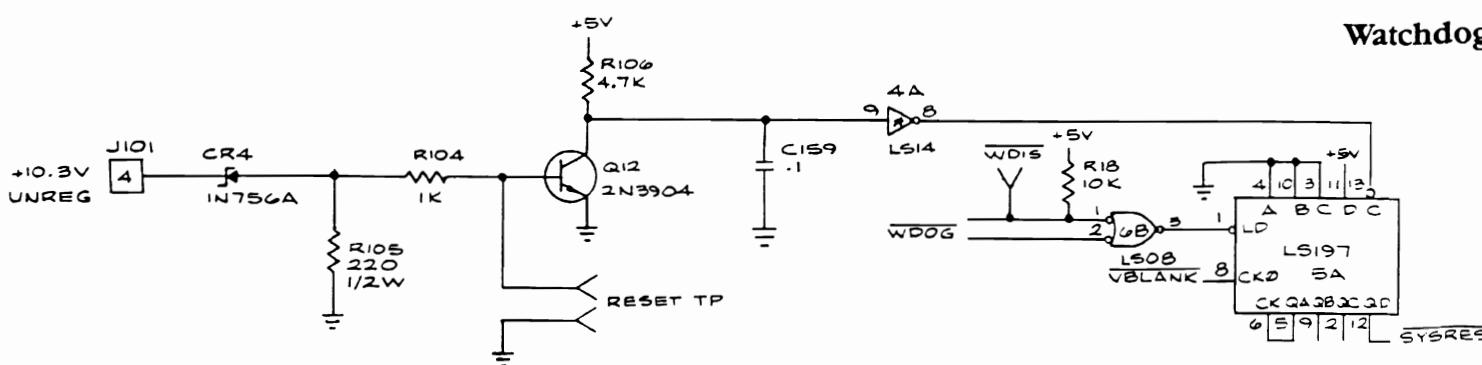
Video Microprocessor



Address Decoder



Watchdog and Reset



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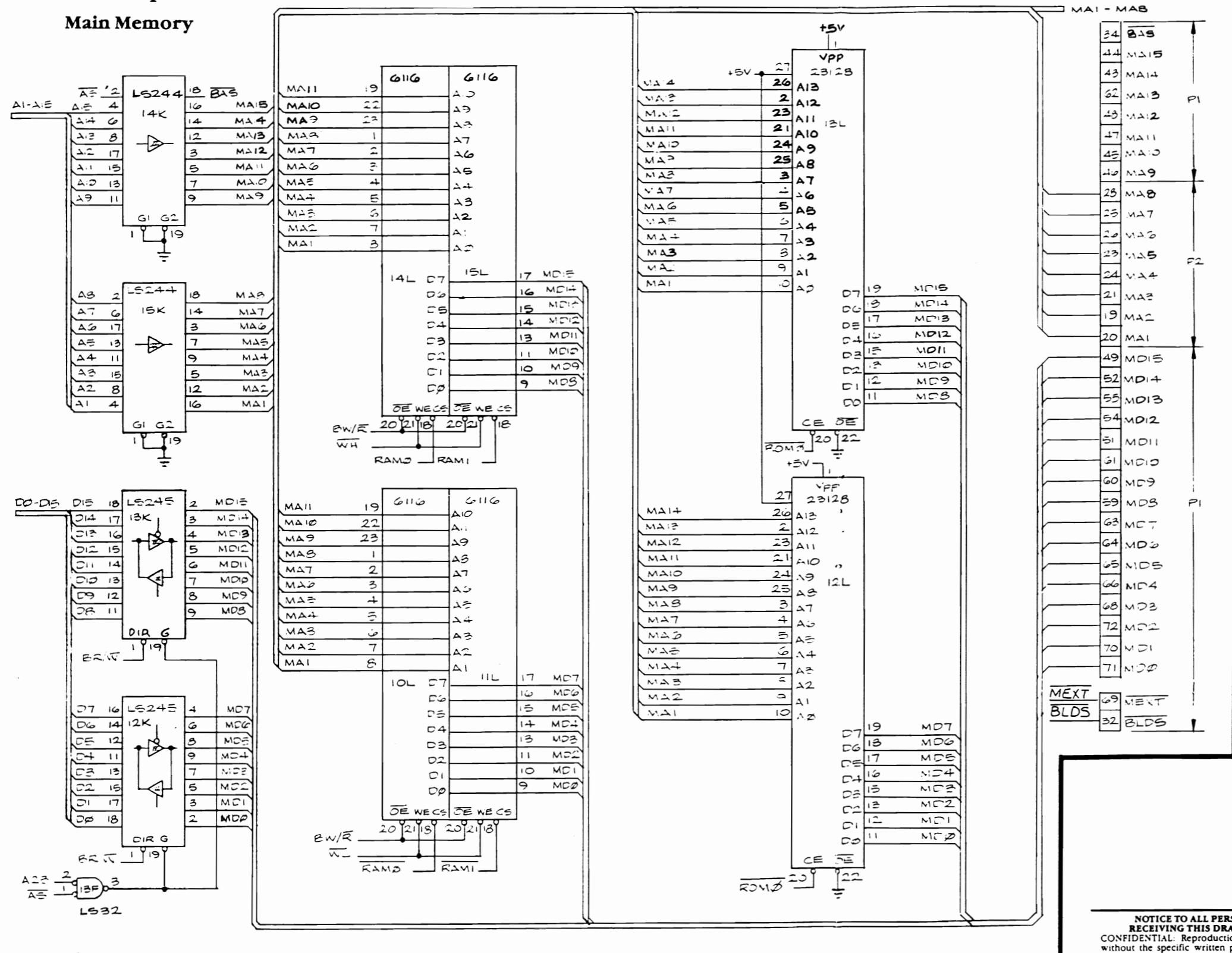
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System I™ Main PCB Schematic Diagram



Video Microprocessor

Main Memory

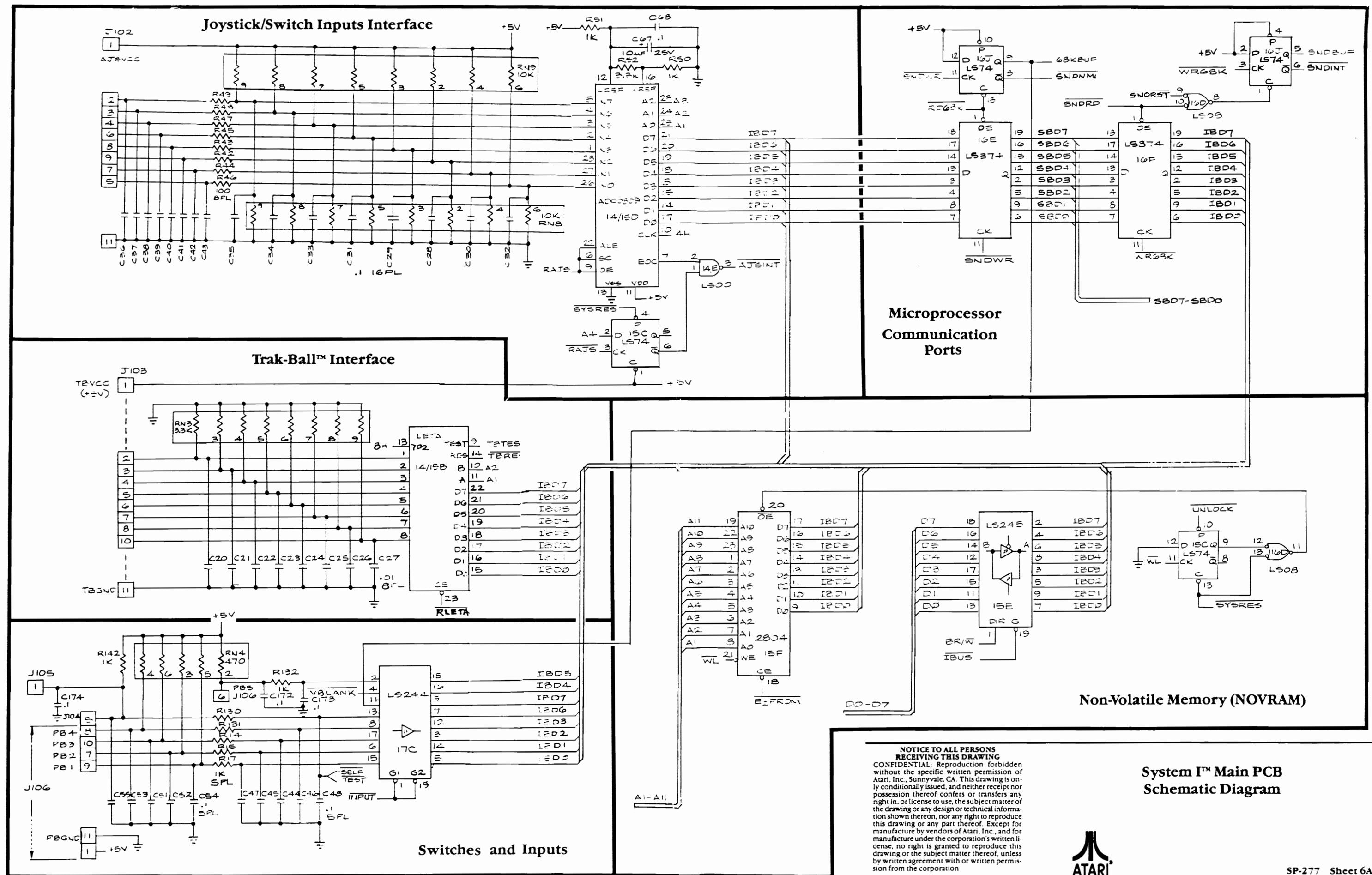


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System I™ Main PCB Schematic Diagram





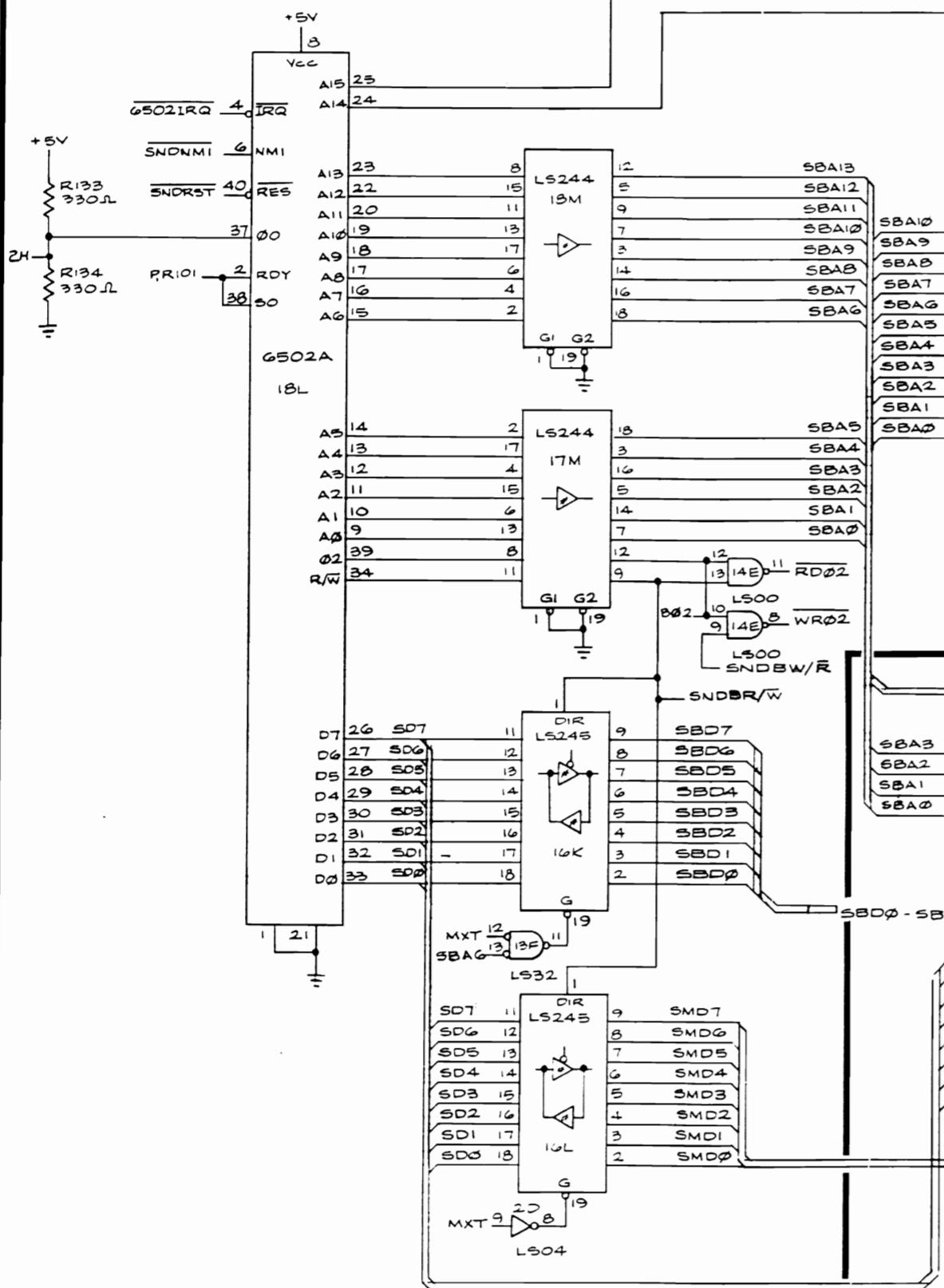
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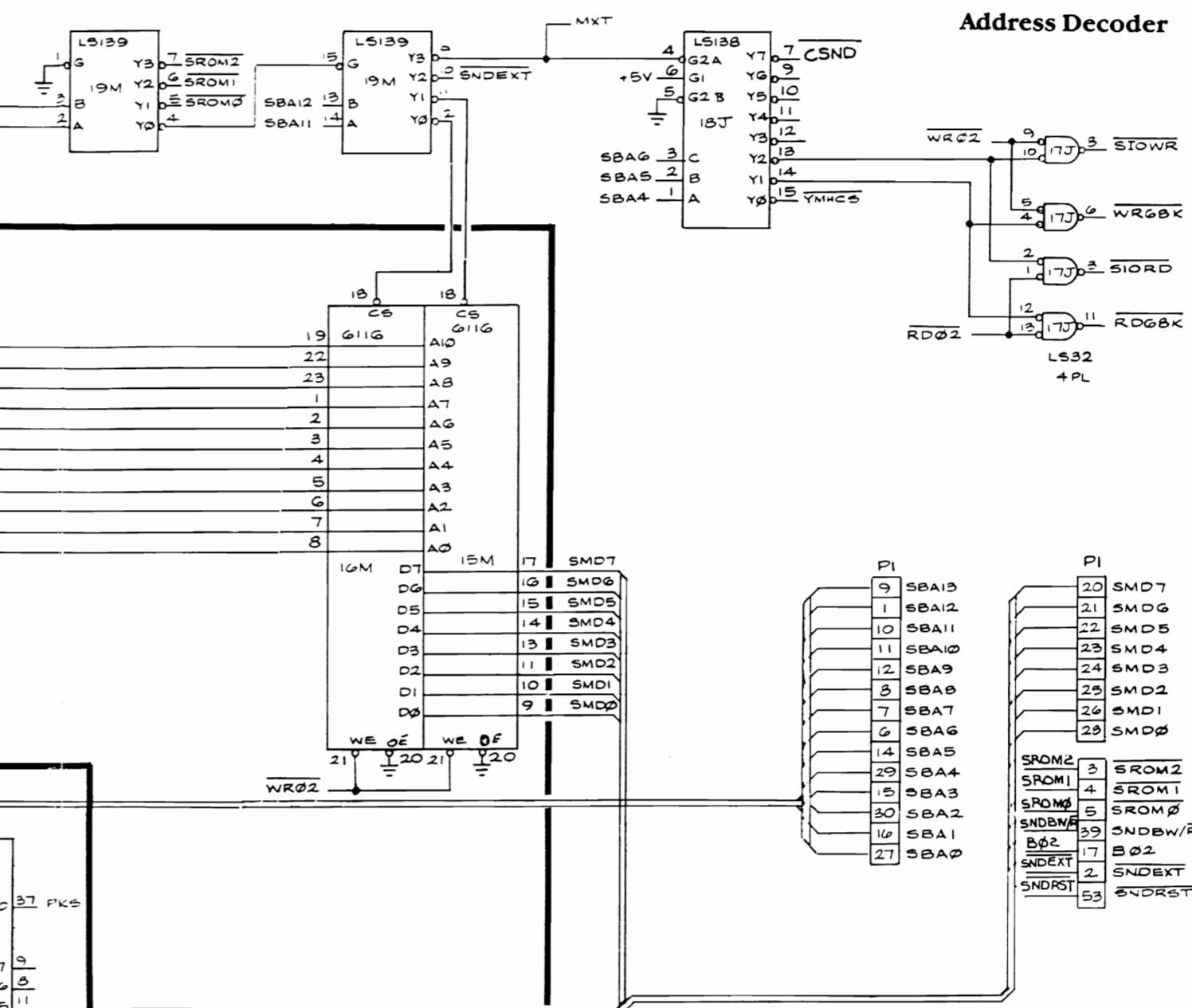
System I™ Main PCB Schematic Diagram



I/O and Sound Microprocessor



Sound Effects



Address Decoder

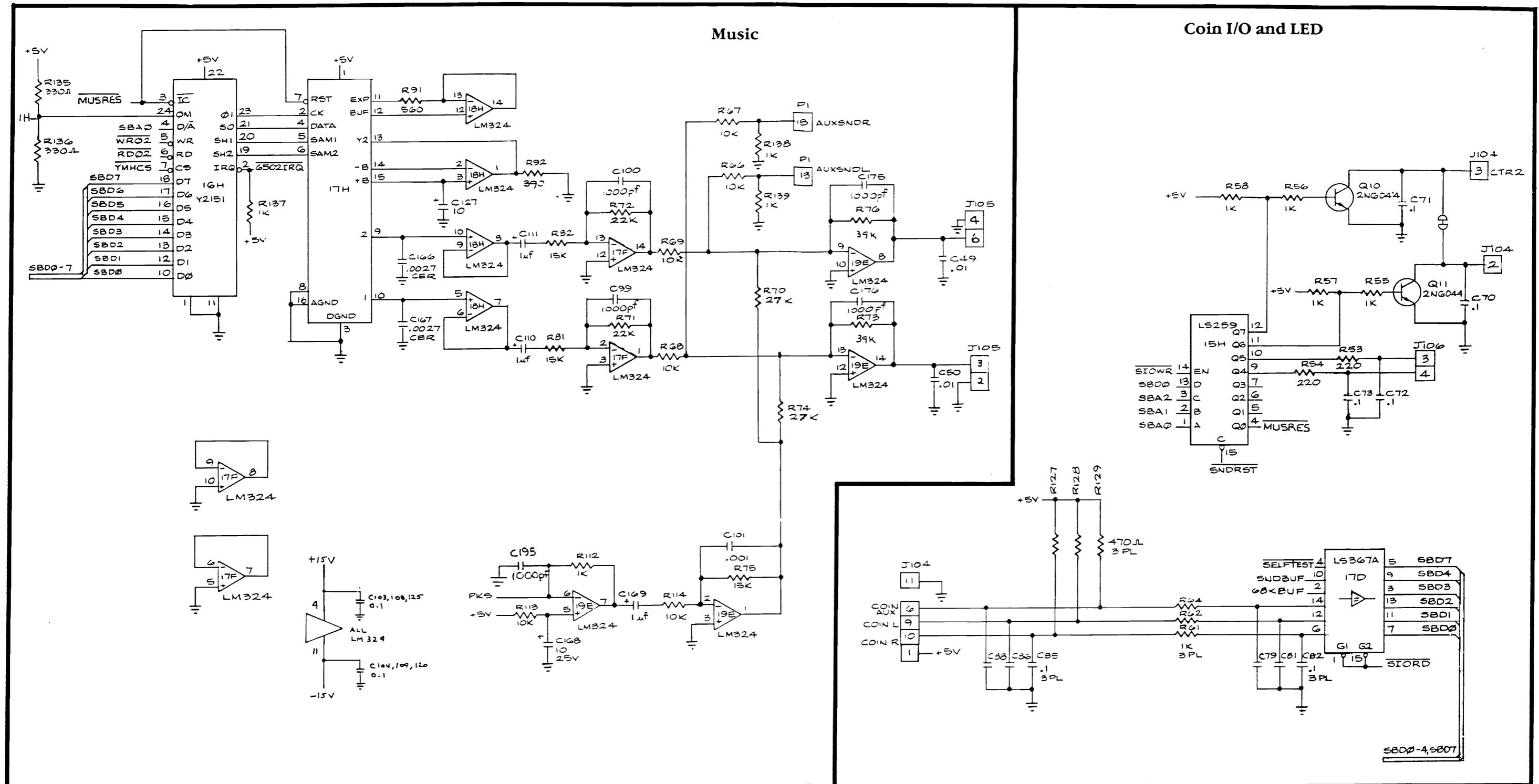
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System I™ Main PCB Schematic Diagram



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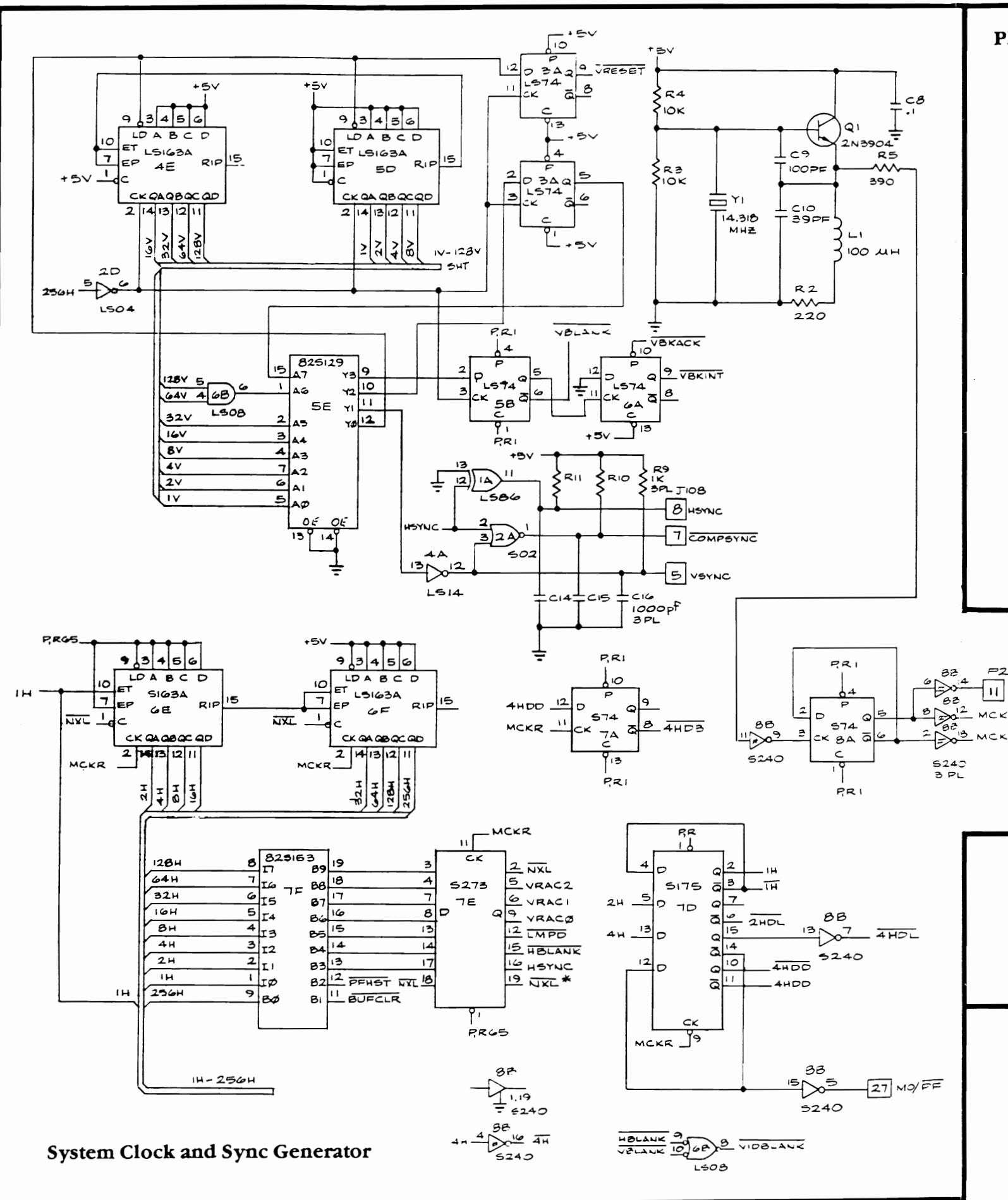
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**System I™ Main PCB
Schematic Diagram**

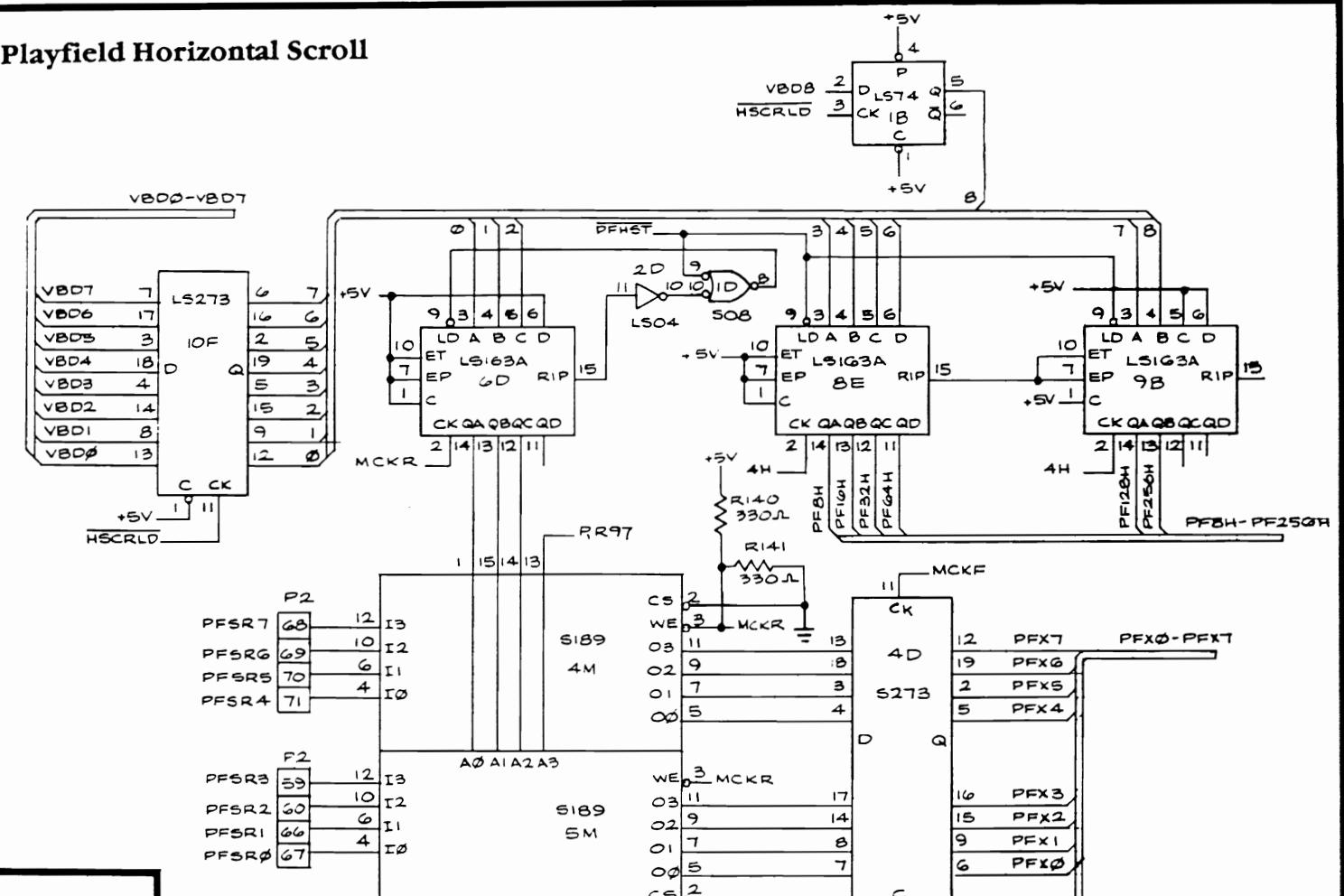


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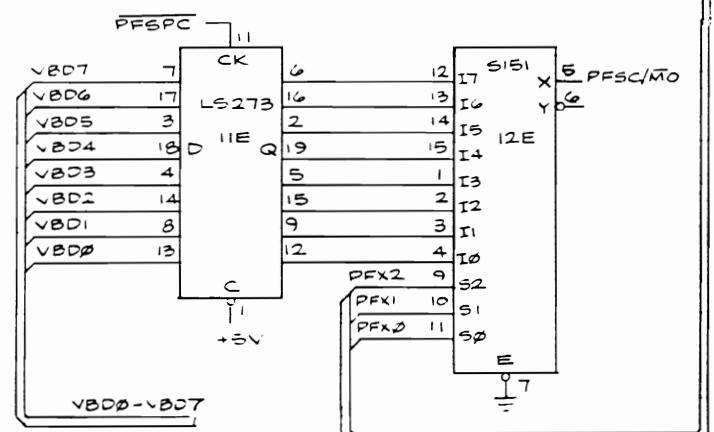
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Playfield Horizontal Scroll



Playfield Priority

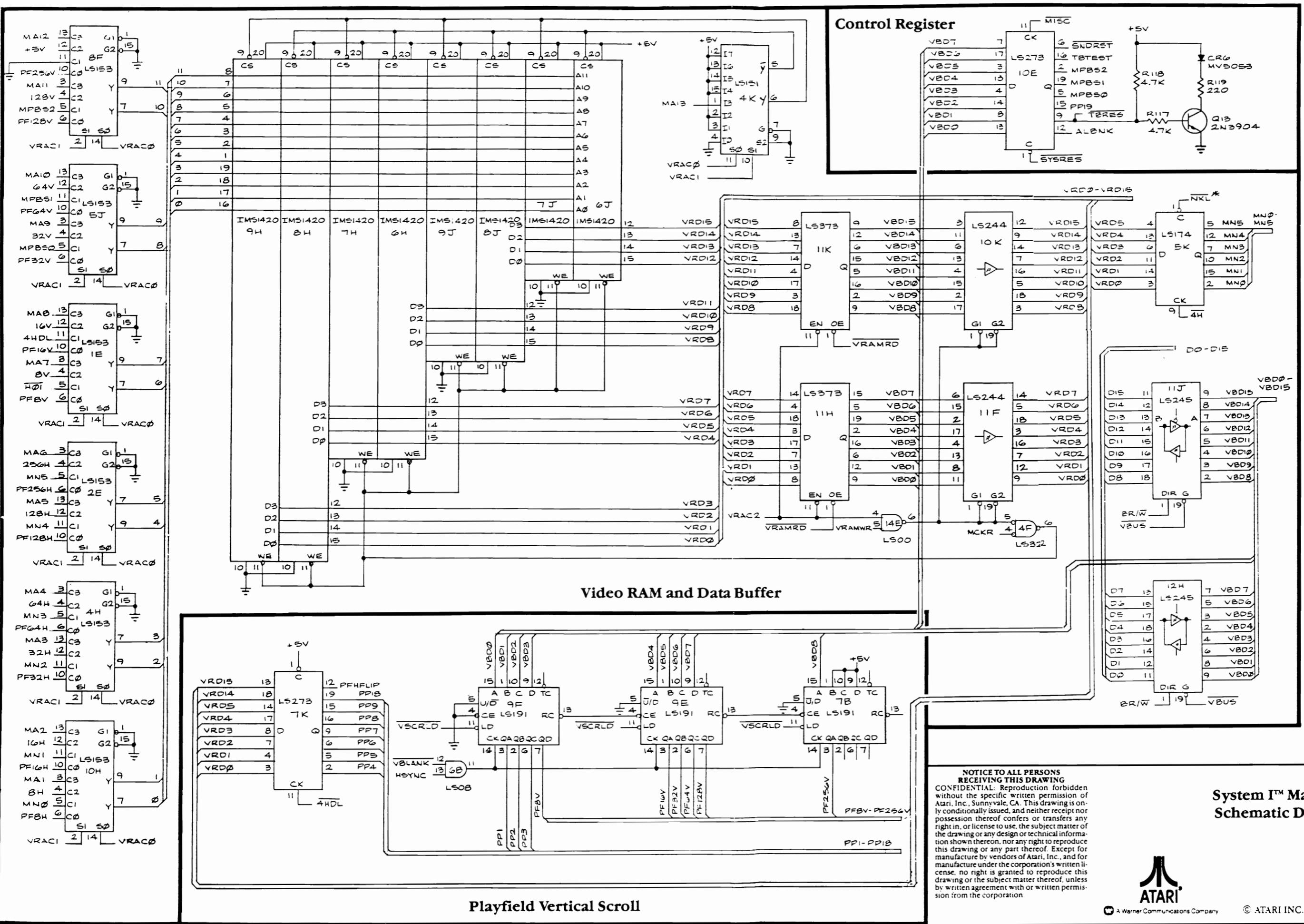


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System I™ Main PCB Schematic Diagram



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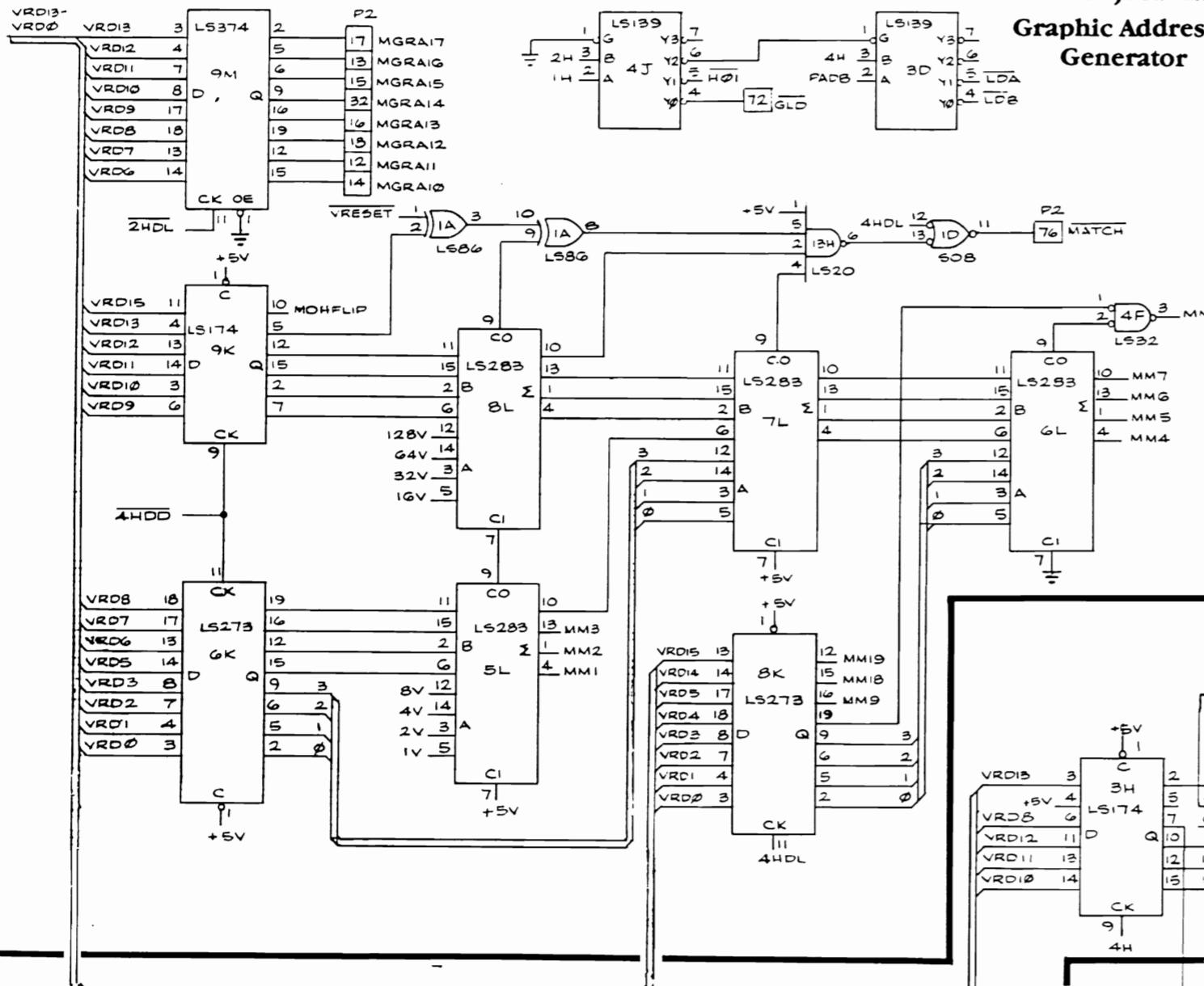
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Schematic Diagram**

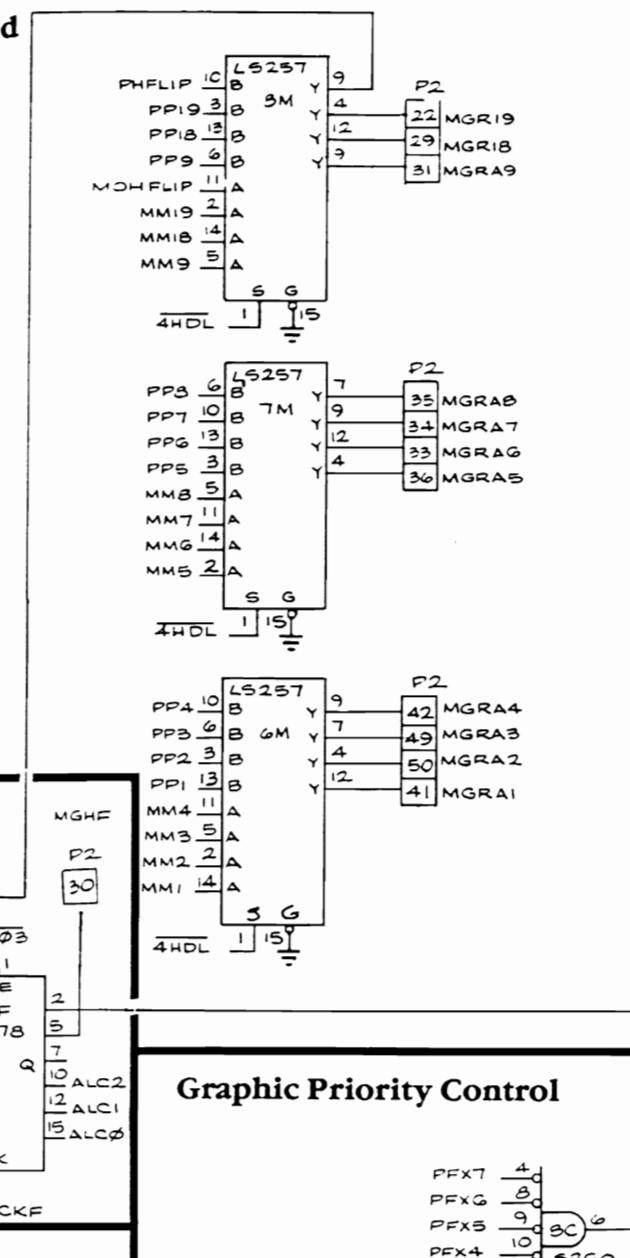
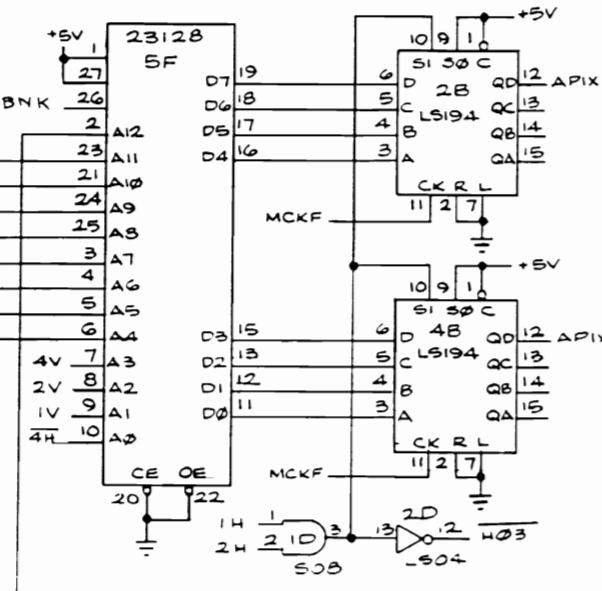


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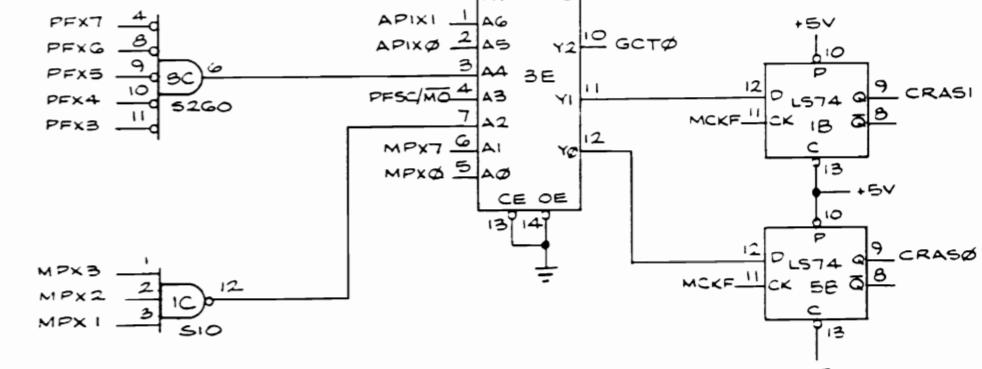
**Motion Object/Playfield
Graphic Address
Generator**



Alphanumerics

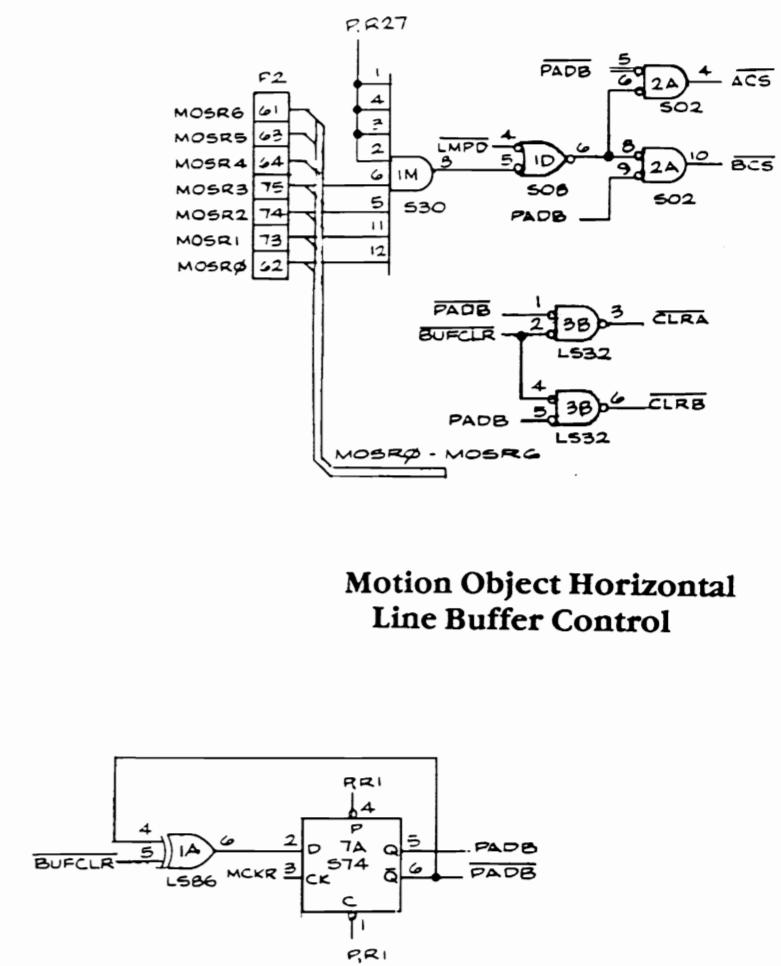


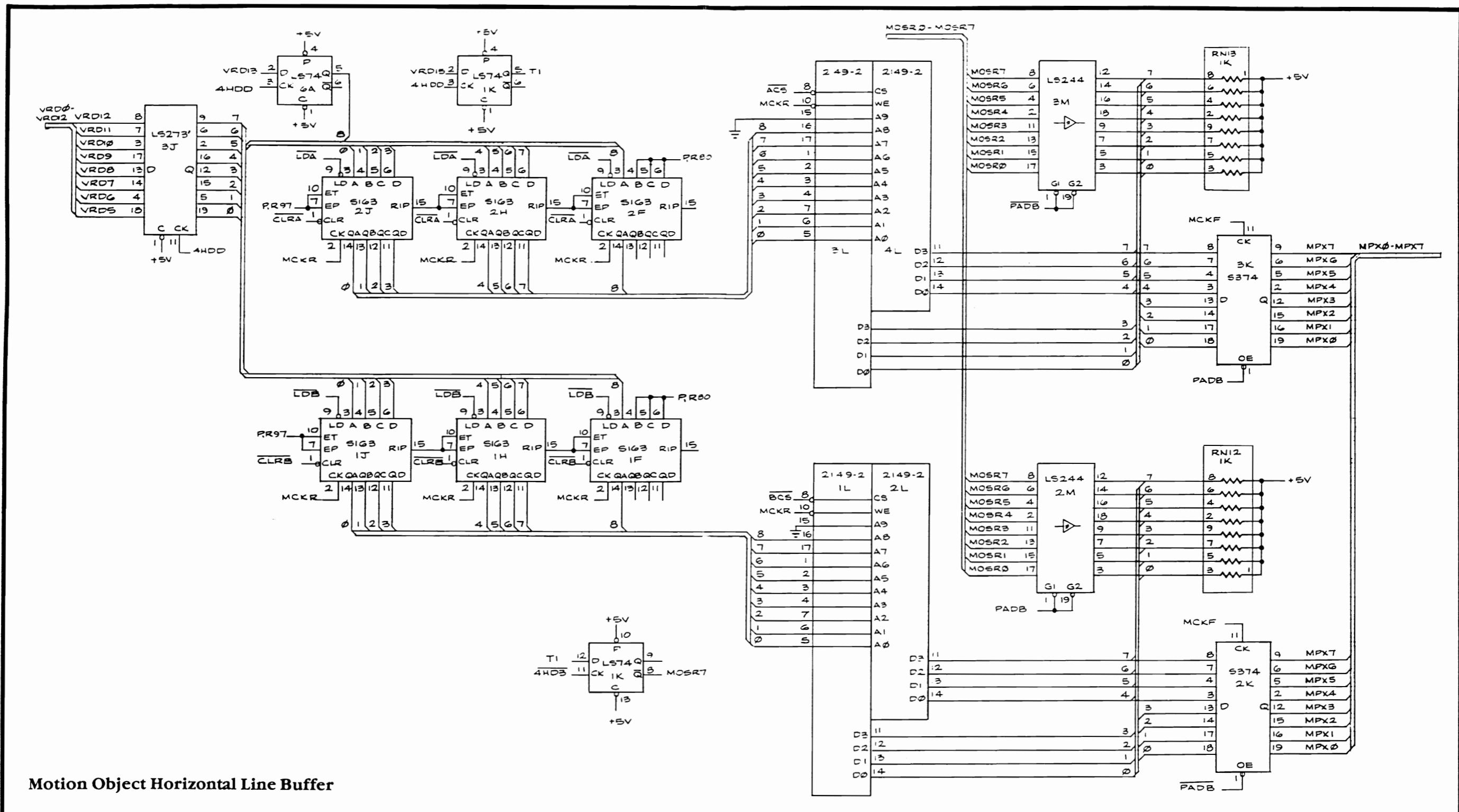
Graphic Priority Control



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**System I™ Main PCB
Schematic Diagram**





Motion Object Horizontal Line Buffer

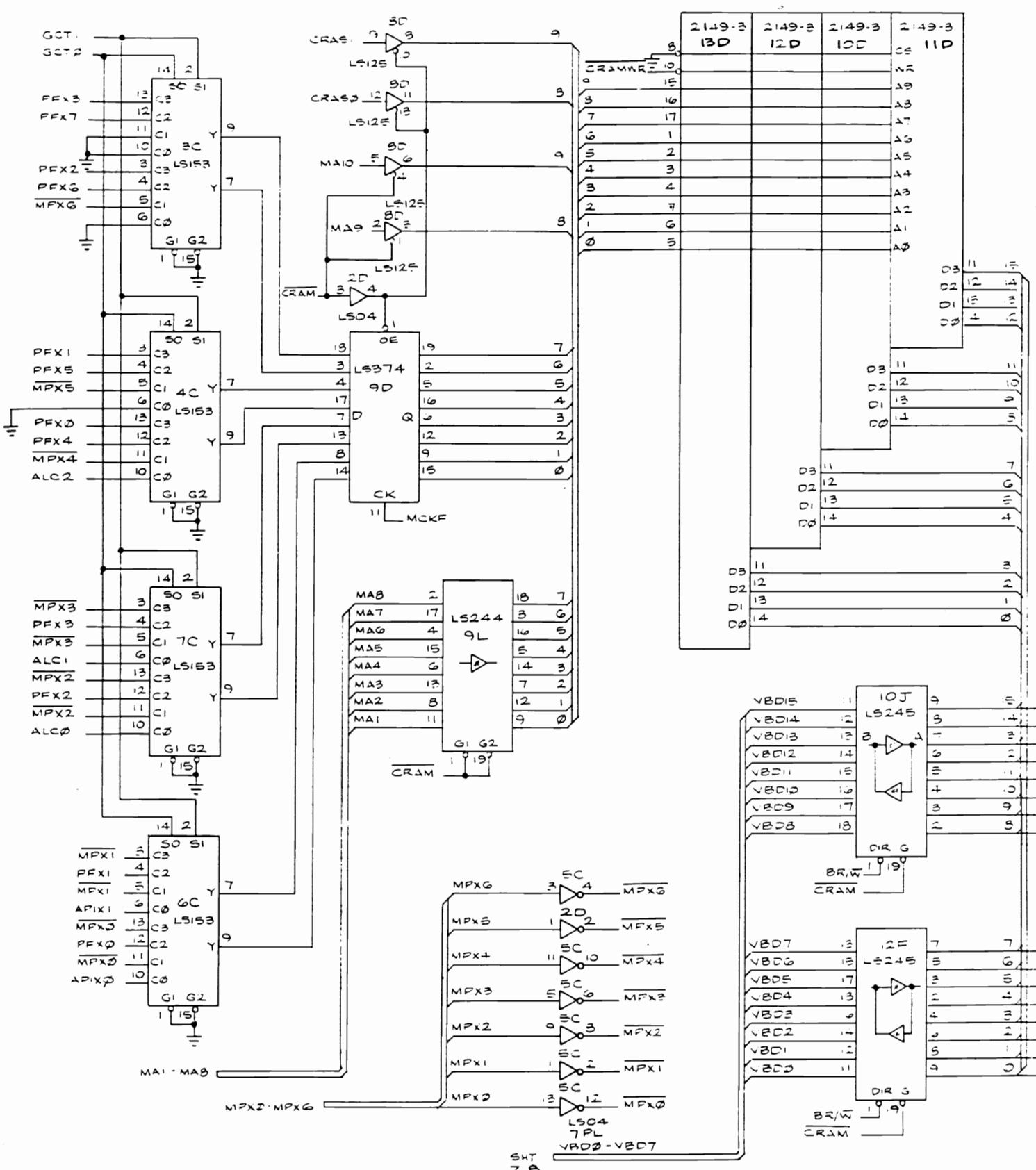
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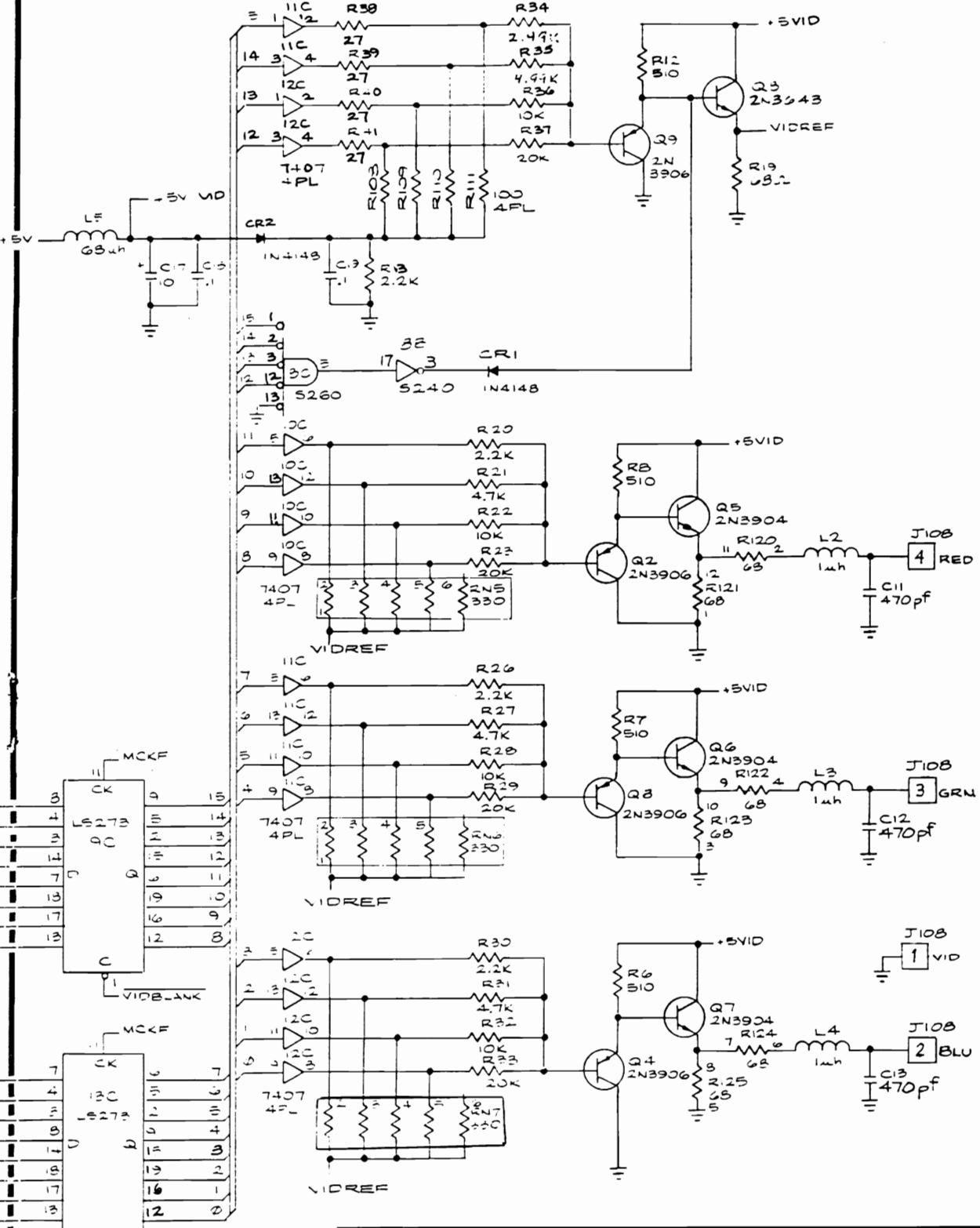
System I™ Main PCB Schematic Diagram



Color RAM



Monitor Interface



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